

Using Design to Re-Imagine Virtual Learning & Leadership

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By transitioning to digital learning experiences, our educational system is asking its teachers to shift how they teach (maybe for the first time in their careers), and asking our students to shift how they learn and engage with their peers (maybe for the first time in their lives). It means that with each class is an opportunity to try something new, reflect on how it is working, ask your students for feedback, and then iterate for the next class.

Taking a design-driven approach implies optimism that we can make the most of a challenge. We invite you to see this moment as a global prototype. This resource guide is a step-by-step process designed with educators and school leaders in mind as they seek to make decisions and create new experiences for their students and/or colleagues.

1

Understand your users, students or staff.

Get to know the constraints of those you are serving—either your teachers or your students. How are they experiencing this new normal? This data will help you to design protocols, systems or experiences for the specific needs of your teachers and students.

- [Sample Student Survey](#) designed to help you gather data to inform decisions for designing online learning experiences
- [Synthesis Tool](#) to break down your data and create Design Principles to guide how you create the experiences (example)
- [Design Challenge for Students & Teachers](#)- an exercise to help others imagine what their digital learning/teaching experience could look like

In order to design equitable experiences that maximize the opportunities for students to meet your learning objectives, avoid making assumptions about your teachers and students, and the constraints they are facing. Instead, learn about the contexts your students will be learning in and your teachers will be teaching in.

Design your objectives.

2

Determine the goals/objectives you hope to achieve in the new learning environment and how you might achieve them in this new learning environment, given your understanding of student or teacher constraints.

- **[Design Your Objectives](#)**- resource designed to support teachers through designing a student learning objectives ([example](#))
 - Principals- use this resource to think about what outcomes you want to see from your teachers working to support students and how can you create the enabling conditions to support them?
- **[Design an Assessment](#)**- tool to help teachers think through what you are trying to assess and how you might collect your students' demonstration of learning given this new digital format ([example](#))

3

Design the experience.

Each class is made up of a series of learning experiences—not only for students, but for teachers and administrators. Use what you know to consider what learning experiences you might like to create, but remember—these are really just prototypes. Once completed, take time to reflect, learn from them and assess how you can improve for next time.

- **[Design a Learning Experience](#)**- resource designed to support teachers through designing a student learning experiences ([example](#))
 - Principals- use this resource to think about the different systems and protocols you have put in place for your staff. How might you create an environment and interactions that supports your underlying goal for these systems?
- **[Design a Prototype](#)**- use this tool to help you design your next prototype of a digital learning experience, especially a strategy that you are not comfortable with yet. This prototype might be an iteration of something you have already tried or it might be something new ([example](#)).

Reflect on the experience.

4

Every experience has the opportunity to be improved the next time around. Reflect on the experiences you are creating as you go—observations, ideas, anything that will help you improve for next time. Then, use these reflections as a starting point for what's next.

- [Observation Capture](#)- tool to capture observations during the experience that might guide any changes you want to make ([example](#))
- [Journey Map](#)- tool to document specific moments during the experience, and whether it created positive or negative reactions/experiences ([example](#))
- [Design an Iteration](#)-tool to help you design a new iteration based on patterns and themes that emerged across all tools. Use this to respond through changes for next iteration ([example](#))

5

Design the next experience.

Use the same tools to recreate the next experience based on your learnings.

- [Design an Experience](#)
- [Design a Prototype](#)

